

**Beastmaster Class:**

The creatures of the world are your companions, eyes, and weapons.

**Prime Requisites:** Con and Cha (13) (+5% experience for >13)

**Hit Dice:** D8

**Armor permitted:** Light armor

**Weapons permitted:** One-handed, including slings

**Race:** Human or elf

Levels and saves per druid (if applicable), otherwise as cleric, limited to 8<sup>th</sup> level.

**Alignments:** A Beastmaster may be any alignment; however the available animal companions may be affected by her alignment.

**Companions:**

The Beastmaster may gather animal companions up to the sum of her HD. The total number of companions she may have at any time is 2x her HD.

1<sup>st</sup> level: She speaks with her animal companions to make simple commands and gather information.

2<sup>nd</sup> level: Animal companions may be commanded to attack. +1 to-hit/damage, will retreat upon taking damage.

3<sup>rd</sup> level: She gains far-site, seeing through the eyes of an animal companion (½ mile per level).

4<sup>th</sup> level: She telepathically connects with her companions (½ mile per level).

6<sup>th</sup> level: Her companions unquestionably follow her commands, even to death. If a companion dies, the Beastmaster will become nauseous and weak (-1d6 Str) for the same number of days as the companion's HD.

